

Character Name

Cleric 2

CLASS

2 / 2

Character Level / CR

Ability Name

STR

Strength

16

+3

Ability Name

DEX

Dexterity

13

+1

Ability Name

CON

Constitution

16

+3

Ability Name

INT

Intelligence

14

+2

Ability Name

WIS

Wisdom

17

+3

Ability Name

CHA

Charisma

13

+1

EXP / NEXT LEVEL

1250 / 3000

SAVING THROWS

FORTITUDE

(constitution)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

MELEE

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

Masterwork Longbow

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

Range: 30 ft.

To Hit: +3

Damage: 1d8

100 ft.

200 ft.

300 ft.

400 ft.

500 ft.

TH

+3

+1

-1

-3

-5

Dam

1d8

1d8

1d8

1d8

1d8

600 ft.

700 ft.

800 ft.

900 ft.

1000 ft.

TH

-7

-9

-11

-13

-15

Dam

1d8

1d8

1d8

1d8

1d8

Masterwork Morningstar

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

BP

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d8+3

*Masterwork Sword (Bastard)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6

1d10+3

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Masterwork Barding (Full Plate)

Heavy

+8

+1

-5

35

*Masterwork Shield (Heavy/Metal)

Heavy

+2

-1

15

Dragan

PLAYER NAME

Elf

RACE

151

AGE

Medium / 5 ft.

SIZE / FACE

Male

GENDER

None

DEITY

None

REGION

Lawful Good

ALIGNMENT

4' 11"

HEIGHT

103 lbs.

WEIGHT

Low-light

VISION

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

HP

hit points

21

AC

armor class

21

TOTAL

20

FLAT

11

TOUCH

10

BASE

8

ARMOR BONUS

2

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

MISC

0

MISS CHANCE

50

ARCANE SPELL FAILURE

-6

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+1

ENCUMBRANCE

Medium

TOTAL SKILLPOINTS: 20

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 5/2.5

✓ Appraise

INT

2

=

2

✓ Balance

DEX

-5

=

1

+

-6

✓ Bluff

CHA

1

=

1

✓ Climb

STR

-3

=

3

+

-6

✓ Concentration

CON

8

=

3

+

5

✓ Craft (Untrained)

INT

2

=

2

✓ Diplomacy

CHA

3

=

1

+

2

✓ Disguise

CHA

1

=

1

✓ Escape Artist

DEX

-5

=

1

+

-6

✓ Forgery

INT

2

=

2

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

8

=

3

+

5

✓ Hide

DEX

-5

=

1

+

-6

✓ Intimidate

CHA

1

=

1

✓ Jump

STR

-9

=

3

+

-12

Knowledge (Religion)

INT

3

=

2

+

1

✓ Listen

WIS

5

=

3

+

2

✓ Move Silently

DEX

-5

=

1

+

-6

✓ Ride

DEX

1

=

1

✓ Search

INT

4

=

2

+

2

✓ Sense Motive

WIS

4

=

3

+

1

Spellcraft

INT

7

=

2

+

5

✓ Spot

WIS

5

=

3

+

2

✓ Survival

WIS

3

=

3

✓ Swim

STR

-9

=

3

+

-12

✓ Use Rope

DEX

1

=

1

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+1

Up to 0

-2

Turn level

2

1 - 3

-1

Turn damage

2d6+3

4 - 6

0

7 - 9

1

10 - 12

2

13 - 15

3

16 - 18

4

19 - 21

5

22+

6

You destroy Undead creatures with total hit dice up to 1.

TURN/DAY

□□□□

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50)	Carried	1	7.5	2.5	
□□□□□ □□□□□ □□□□□ □□□□□					
Masterwork Barding (Full Plate)	Equipped	1	50.0	3150.0	
Masterwork Longbow	Carried	1	3.0	375.0	
0 lbs.					
Masterwork Morningstar	Carried	1	6.0	308.0	
Masterwork Shield (Heavy/Metal)	Equipped	1	15.0	170.0	
Masterwork Sword (Bastard)	Equipped	1	6.0	335.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			87.5	4340.5	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

LANGUAGES	
Celestial, Common, Elven, Gnome	

Special Attacks	
Turn Undead	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
4/day (turn level 2) (turn damage 2d6+3)	

Special Qualities	
Immunity to magic sleep effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial saving throw bonus against enchantment spells or effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Low-light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination.	
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Spontaneous casting - Cure spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).	

Feats	
Exotic Weapon Proficiency (Sword (Bastard))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.	
Spell Penetration	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
Weapon Focus (Sword (Bastard))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

DOMAINS	
Healing	You cast healing spells at +1 caster level.
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Bastard), Unarmed Strike	

TEMPLATES	
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Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	3+1	—	—	—	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>☐☐☐☐☐ Create Water</div> <div>School: Conjuration (Creation) [Water] Effect: Creates 4 gallons of pure water.</div>	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Cure Minor Wounds</div> <div>School: Conjuration (Healing) Effect: Cures 1 point of damage.</div>	DC: 13, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Detect Magic</div> <div>School: Divination Effect: Detects spells and magic items within 60 ft.</div>	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Detect Poison</div> <div>School: Divination Effect: Detects poison in one creature or small object.</div>	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Guidance</div> <div>School: Divination Effect: +1 on one attack roll, saving throw, or skill check.</div>	DC: 13, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
<div>☐☐☐☐☐ Inflict Minor Wounds</div> <div>School: Necromancy Effect: Touch attack, 1 point of damage.</div>	DC: 13, Will negates SR: Yes	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsH-L.rtf
<div>☐☐☐☐☐ Light</div> <div>School: Evocation [Light] Effect: Object shines like a torch.</div>	SR: No	1 standard action	20 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
<div>☐☐☐☐☐ Mending</div> <div>School: Transmutation Effect: Makes minor repairs on an object.</div>	DC: 13, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
<div>☐☐☐☐☐ Purify Food and Drink</div> <div>School: Transmutation Effect: Purifies 2 cu. ft. of food or water.</div>	DC: 13, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
<div>☐☐☐☐☐ Read Magic</div> <div>School: Divination Effect: Read scrolls and spellbooks.</div>	SR: No	1 standard action	20 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
<div>☐☐☐☐☐ Resistance</div> <div>School: Abjuration Effect: Subject gains +1 on saving throws.</div>	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
<div>☐☐☐☐☐ Virtue</div> <div>School: Transmutation Effect: Subject gains 1 temporary hp.</div>	DC: 13, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

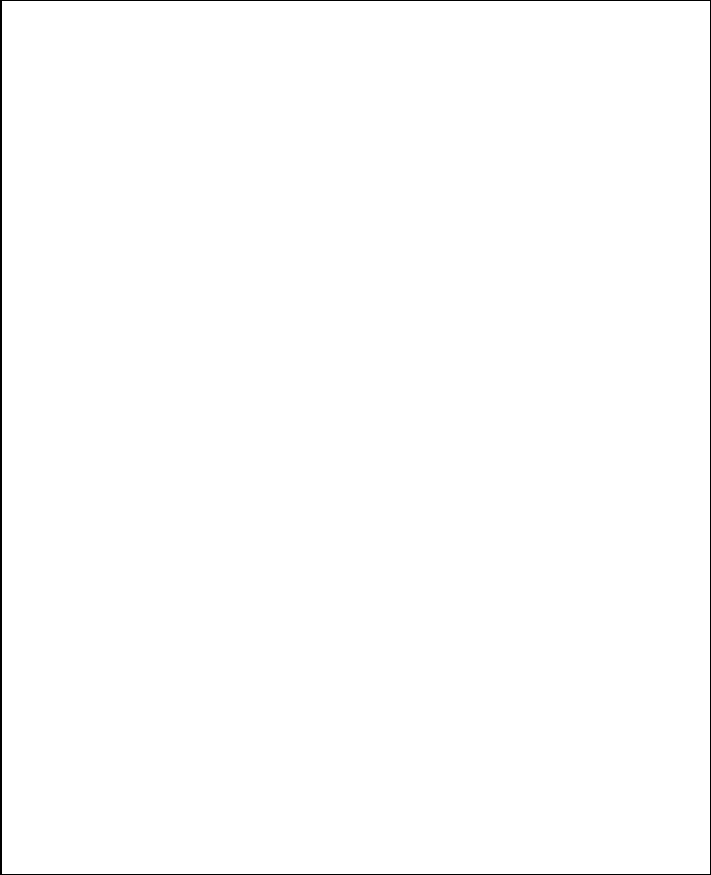
LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>☐☐☐☐☐ Bane</div> <div>School: Enchantment (Compulsion) [Fear, Mind-Affecting] Effect: Enemies take -1 on attack rolls and saves against fear.</div>	DC: 14, Will negates SR: Yes	1 standard action	2 minutes	50 ft.	V, S, DF	RSRD: SpellsA-B.rtf
<div>☐☐☐☐☐ Bless</div> <div>School: Enchantment (Compulsion) [Mind-Affecting] Effect: Allies gain +1 on attack rolls and +1 on saves against fear.</div>	SR: Yes (harmless)	1 standard action	2 minutes	50 ft.	V, S, DF	RSRD: SpellsA-B.rtf
<div>☐☐☐☐☐ Bless Water</div> <div>School: Transmutation [Good] Effect: Makes holy water.</div>	DC: 14, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M	RSRD: SpellsA-B.rtf
<div>☐☐☐☐☐ Cause Fear</div> <div>School: Necromancy [Fear, Mind-Affecting] Effect: One creature of 5 HD or less flees for 1d4 rounds.</div>	DC: 14, Will partial SR: Yes	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Command</div> <div>School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: One subject obeys selected command for 1 round.</div>	DC: 14, Will negates SR: Yes	1 standard action	1 round	Close (30 ft.)	V	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Comprehend Languages</div> <div>School: Divination Effect: You understand all spoken and written languages.</div>	SR: No	1 standard action	20 minutes	Personal	V, S, M/DF	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ **Cure Light Wounds</div> <div>School: Conjuration (Healing) Effect: Cures 1d8+3 damage.</div>	DC: 14, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Cure Light Wounds</div> <div>School: Conjuration (Healing) Effect: Cures 1d8+3 damage.</div>	DC: 14, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<div>☐☐☐☐☐ Detect Chaos</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Detect Evil</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Detect Good</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Detect Law</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Detect Undead</div> <div>School: Divination Effect: Reveals undead within 60 ft.</div>	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S, M/DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Divine Favor</div> <div>School: Evocation Effect: You gain +1 on attack and damage rolls.</div>	SR: No	1 standard action	1 minute	Personal	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Doom</div> <div>School: Necromancy [Fear, Mind-Affecting] Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</div>	DC: 14, Will negates SR: Yes	1 standard action	2 minutes	Medium (120 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Endure Elements</div> <div>School: Abjuration Effect: Exist comfortably in hot or cold environments.</div>	DC: 14, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
<div>☐☐☐☐☐ Entropic Shield</div> <div>School: Abjuration Effect: Ranged attacks against you have 20% miss chance.</div>	SR: No	1 standard action	2 minutes [D]	Personal	V, S	RSRD: SpellsD-E.rtf

* =Domain/Speciality Spell

Cleric Spells						
<div>■■■■■Hide from Undead</div> <div>School: Abjuration</div> <div>Effect: Undead can't perceive 2 subjects.</div>	<div>DC: 14, Will negates (harmless); see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>20 minutes [D]</div> <div>Target: 2 touched creatures</div>	Touch	V, S, DF	RSRD: SpellsH-L.rtf	
<div>■■■■■Inflict Light Wounds</div> <div>School: Necromancy</div> <div>Effect: Touch deals 1d8+2 damage.</div>	<div>DC: 14, Will half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: Creature touched</div>	Touch	V, S	RSRD: SpellsH-L.rtf	
<div>■■■■■Magic Stone</div> <div>School: Transmutation</div> <div>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div>	<div>DC: 14, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>30 minutes or until discharged</div> <div>Target: Up to three pebbles touched</div>	Touch	V, S, DF	RSRD: SpellsM-O.rtf	
<div>■■■■■**Magic Weapon</div> <div>School: Transmutation</div> <div>Effect: Weapon gains +1 bonus.</div>	<div>DC: 14, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>2 minutes</div> <div>Target: Weapon touched</div>	Touch	V, S, DF	RSRD: SpellsM-O.rtf	
<div>■■■■■Magic Weapon</div> <div>School: Transmutation</div> <div>Effect: Weapon gains +1 bonus.</div>	<div>DC: 14, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>2 minutes</div> <div>Target: Weapon touched</div>	Touch	V, S, DF	RSRD: SpellsM-O.rtf	
<div>■■■■■Obscuring Mist</div> <div>School: Conjuration (Creation)</div> <div>Effect: Fog surrounds you.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>2 minutes</div> <div>Target: Cloud spreads in 20-ft. radius from you, 20 ft. high</div>	20 ft.	V, S	RSRD: SpellsM-O.rtf	
<div>■■■■■Protection from Chaos</div> <div>School: Abjuration [Lawful]</div> <div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div>	<div>DC: 14, Will negates (harmless)</div> <div>SR: No; see text</div>	<div>1 standard action</div> <div>2 minutes [D]</div> <div>Target: Creature touched</div>	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf	
<div>■■■■■Protection from Evil</div> <div>School: Abjuration [Good]</div> <div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div>	<div>DC: 14, Will negates (harmless)</div> <div>SR: No; see text</div>	<div>1 standard action</div> <div>2 minutes [D]</div> <div>Target: Creature touched</div>	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf	
<div>■■■■■Remove Fear</div> <div>School: Abjuration</div> <div>Effect: Suppresses fear or gives +4 on saves against fear for 1 subjects.</div>	<div>DC: 14, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>10 minutes; see text</div> <div>Target: 1 creatures, no two of which can be more than 30 ft. apart</div>	Close (30 ft.)	V, S	RSRD: SpellsP-R.rtf	
<div>■■■■■Sanctuary</div> <div>School: Abjuration</div> <div>Effect: Opponents can't attack you, and you can't attack.</div>	<div>DC: 14, Will negates</div> <div>SR: No</div>	<div>1 standard action</div> <div>2 rounds</div> <div>Target: Creature touched</div>	Touch	V, S, DF	RSRD: SpellsS.rtf	
<div>■■■■■Shield of Faith</div> <div>School: Abjuration</div> <div>Effect: Aura grants +2 deflection bonus.</div>	<div>DC: 14, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>2 minutes</div> <div>Target: Creature touched</div>	Touch	V, S, M	RSRD: SpellsS.rtf	
<div>■■■■■Summon Monster I</div> <div>School: Conjuration (Summoning)</div> <div>Effect: Calls extraplanar creature to fight for you.</div>	<div>SR: No</div>	<div>1 round</div> <div>2 rounds [D]</div> <div>Target: One summoned creature</div>	Close (30 ft.)	V, S, F/DF	RSRD: SpellsS.rtf	
* =Domain/Speciality Spell						

Pthia



Elf
RACE
151
AGE
Male
GENDER
Low-light
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
4' 11"
HEIGHT
103 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
, HAIR
PHOBIAS
, PERSONALITY TRAITS
INTERESTS
, SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: